Table of Contents

Designing a Naturalistic and Interactive VR Museum Environment With a Realistic Avatar as a Guide for Cognitive Treatment of the Elderly 1
Amir Bani Saeed and Zahra Moussavi

Non-Immersive Virtual Reality as a Safer Alternative for Cognitive Training in Older Adults: Investigating the Effect of Age on Cybersickness 3
Rashmita Chatterjee and Zahra Moussavi

Acceptability of an AI-Powered Wearable Ring Sensor for Upper Body Mobility in Individuals with Cognitive Impairment: A Pilot Stud 5
Holly Shannon, Asma Seraj Pour Shooshtarib, Logan Young, Makara Rolle, Jennifer O'Neil, Jose Carlos Tatmatsu-Rocha, Dahlia Kairy, Olga Theou, Zahra Moussavi, Ke Peng, and Mirella Veras

Extended Reality (XR) vs. Virtual Reality (VR) for Artificial Intelligence (AI)-Driven Balance Improvement in Older Adults 8
Mirella Veras, Asma Seraj Pour Shooshtarib, Zahra Moussavi, and Ke Peng

Employing Optical Brain Imaging for Real-Time Assessment of Brain Functions During Immersive Virtual Reality: Harnessing Potential for Neurorehabilitation 11
Asma Seraj Pour Shooshtari, Mirella Veras, Ali Kassab, Daniel Alejandro Galindo Lazo, Frederic Lesage, Dang Khoa Nguyen, Zahra Moussavi, and Ke Peng

Towards Personalized Mobility Assessment and Rehabilitation: A User Centered Designed VR/XR-Based Solution for Older Adults 15
Yann Morere, Jerome Dinet, Fabien Clanche, Thierry Bastogne, Matthieu Casteran, Lucas Detto, Matthieu Burtin, Frederic Bousefsaf, and Kaoutar El Ghabi

Enhancing the Utilization of Artificial Intelligence and Social Robots in Specialized Units for Children with Autism 25
Marie Rychalski, Armand Manukyan, and Jerome Dinet

Ergonomic Challenges and Benefits of Enhanced Cultural Application with Augmented Reality for People with Autistic Spectrum Disorder 31
Armand Manukyan, Antoine Pollet, Stephanie Claudel, Jerome Dinet, and Laurent Dupont

The Effects of Virtualization on Connectedness, Presence, and Immersion: A Mixed-Methods Comparison of Real, Mixed, and Virtual Environments 38
Niklas Groffner

Intergenerational Codesign of Immersive Technology for a Heritage Site and Underwater VR Experience 48
Marius Nicolae Varga, Oksana Hagen, Rory Baxter, Alejandro Veliz Reyes, Ray B. Jones, Amir Aly, Dena Bazazian, and Swen Gaudl

Addressing the Symbol Grounding Problem in VR 56
Muneo Kitajima, Makoto Toyota, and Katsuko T. Nakahira

Beyond the Walls: Comparison of Three Extended Reality Technologies Giving Care Home Residents Access to Tourism and Cultural Content for Health and Wellbeing 63
Hannah Bradwell, Katherine Edwards, Leonie Cooper, Rory Baxter, Arunangsu Chatterjee, Ray Jones, and Catherine Hennessy

Enhancing School Visits to Museums through Gamified VR: A Complementary Approach to Learning and Social Engagement 70
Cleiton Ferreira, Paula Latorre, and Francisco Antonio Nieto-Escamez